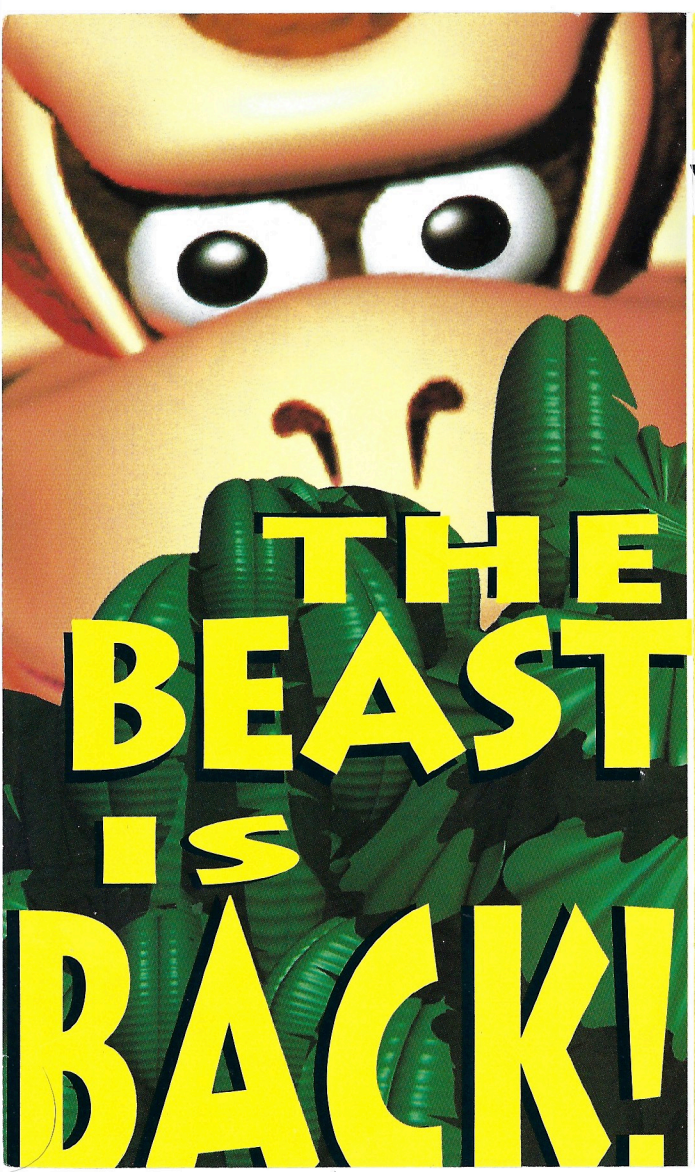

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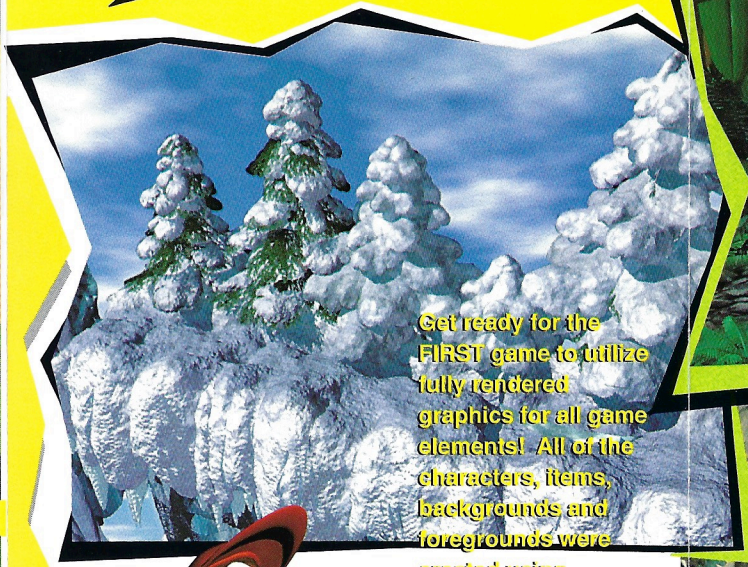
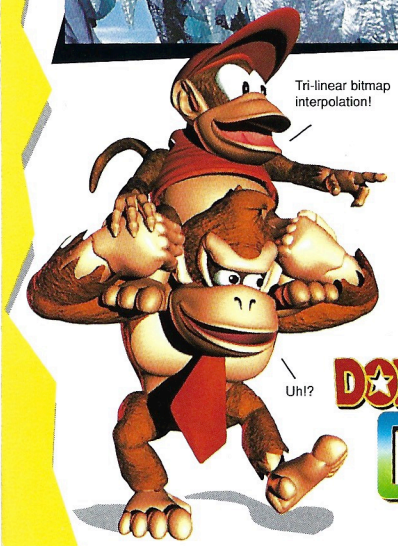


Get ready for the FIRST game to utilize fully rendered graphics for all game elements! All of the characters, items, backgrounds and foregrounds were created using super-sophisticated Silicon Graphics computers. The graphics look too good to be 16-bit... but they are!



DONKEY KONG COUNTRY®

NOT on SEGA Genesis® or the 32-x adaptor

NOT on CD-ROM

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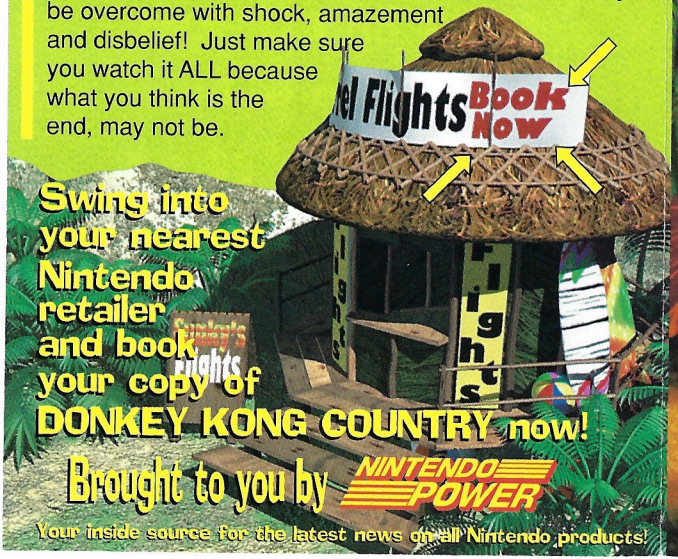
Congratulations! You were chosen from a select list of Super NES® owners to receive this exclusive preview video, *The Making Of Donkey Kong Country*. Not everyone will be so lucky. So, pop it into your VCR, hang on and enjoy the ride!

Go behind the scenes at Nintendo of America in search of the big gorilla, Donkey Kong. The beast is back... with a vengeance! DK's starring in the biggest, baddest Super NES game ever: **DONKEY KONG COUNTRY.®** And you get to see this incredibly advanced game in action before the rest of the world gets blown away by it on November 21! Get exposed to the amazing graphics and sound! Once you've watched the video a few hundred times and have memorized every detail -- the goodies, the baddies, learned the tips, checked the technology and have made Diddy your best new bud, you might even want to expose your friends to it. They'll be overcome with shock, amazement and disbelief! Just make sure you watch it ALL because what you think is the end, may not be.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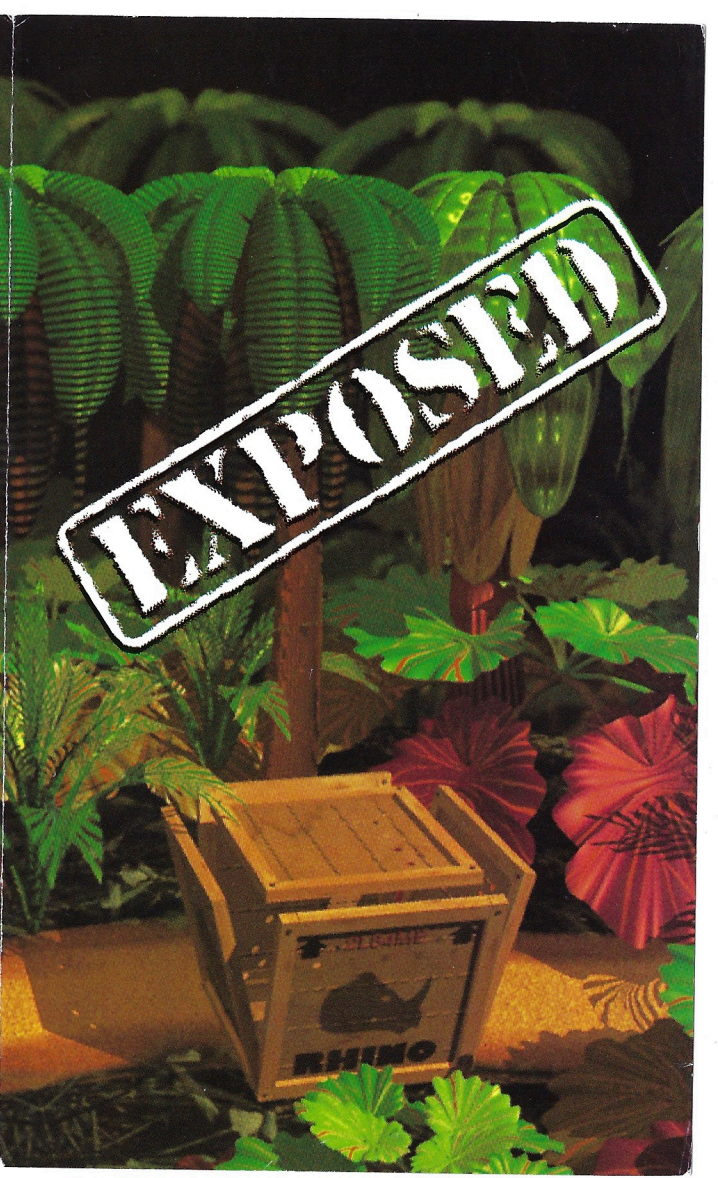
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